IO

WHAT DO YOU WANT

Everybody reads the back of the box. It's supposed to tell you about the game inside it, so you can decide if you want to fork out your hard-earned cash.

SO DO YOU WANT. . .

Tick Here

- [✓] · *The slickest, fastest shoot-em-up ever?*
- [✓] · *Stunning gameplay that demands every ounce of talent and skill you possess?*
- [✓] · *Every kind of despicable alien fiend known to man in wave after wave of remorseless aggression?*
- [✓] · *Awesome graphics from the electronic brushes of Bob Stevenson?*
- [✓] · *Brilliant programming by Doug Hare that pushes your computer to its absolute limits?*

IF THE ANSWER IS YES
YOU WANT
IO

FIREBIRD

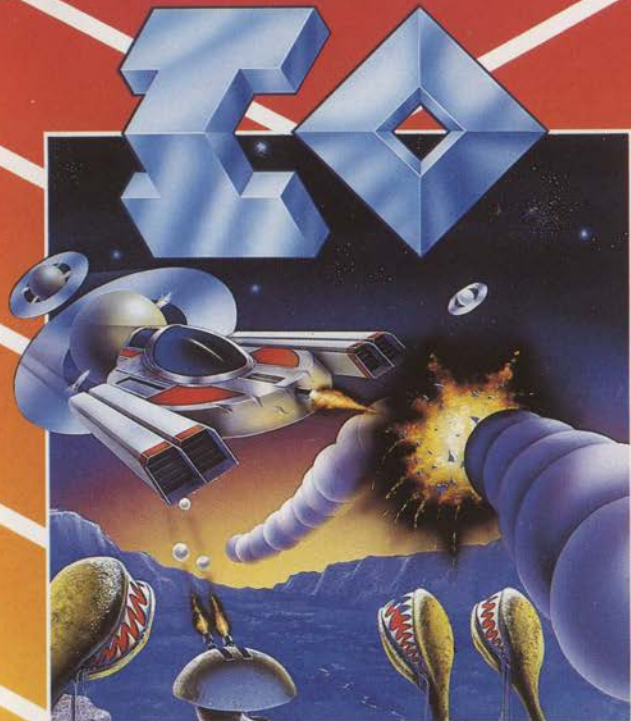A LEGEND IN GAMES SOFTWARE

COMMODORE C64 CASSETTE

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COMMODORE

IO

FIREBIRD
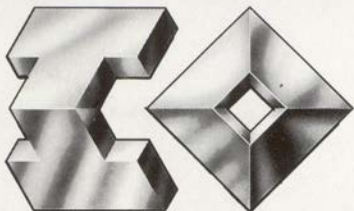
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Instructions

Loading
Tape :   Hold down SHIFT and press RUN/STOP. Press PLAY on tape.
Disc :   Type LOAD ''*'',8,1.

Controls

Select one player game	:	move joystick left
Select two player game	:	move joystick right
Start game	:	press FIRE on joystick
Pause game	:	press RUN/STOP
Resume game	:	move joystick in any direction
Abort game	:	press Q

Features
There are green pick-ups placed at various intervals. If you run into them
they will act as a smart-bomb and destroy everything on the screen. If you
shoot them four times they change into weapons which can be collected.
These weapons increase your fire power.
If you have collected two weapons, the pick-up will become an orb instead
of a weapon. As well as increasing your fire-power, these orbs are
protective. You may carry up to two orbs at a time, and any further orbs
that you collect will be worth bonus points. Each time you are hit you will
lose an orb. If you are hit when you are not carrying any orbs, you will die.
Extra lives will be given when you reach 20,000 points and then every
50,000 after that.

Credits
Programming by Doug Hare
Graphics by Bob Stevenson
Sound FX and music by Dave Whittaker
Thanks to Simon Pick and Gary Liddon

Firebird is a trademark of British Telecommunications Plc.